

MISSION 7

RETRIEVE THE COGITATOR

Even as the *Benedictio* was hammered by the Tyranid vanguard, and the Dutiful plummeted to the surface of Macragge, another Imperial Lander struggled to make a safe landing. With Tyranid creatures infesting its cargo hold, and mycetic spores raining to the ground beside it, the *Steadfast* crashed into one of Macragge's most inhospitable regions with the force of a blazing comet. All hands were lost as the lander broke apart on impact, and the fuel load detonated in a blistering fireball.

With the Tyranid horde approaching closer to the Ultramar fleet and Macragge, the defenders did not hesitate in sending a small force of Ultramarines, led by Sergeant Galonis, to investigate the crash site. Their mission was vital – within every Imperial Navy vessel is a small, armoured cogitator that records all communications and sensor information gathered by the vessel. With the Tyranid menace drawing ever closer, any intelligence that could be gathered about their fleet could be of pivotal importance to the Ultramarines. As Galonis and his squad closed on the ruined lander, they quickly realised that they were not alone – Tyranids, survivors of the crash landing or vanguard elements deposited by mycetic spores, scuttled forth from fissures in the ground, eager to slay the blue-armoured warriors.

FORCES

Ultramarines:

Squad Galonis – Sergeant Galonis (armed with a bolt pistol & chainsword), 3 Space Marines with bolters, 1 with flamer

Squad Quintis – 4 Space Marines with bolters, 1 with missile launcher

Tyranids:

Brood of 6 Genestealers
Brood of 10 Termagants
3 Infestation Markers & 3 Spore Mines

SET UP

Deploy the Ultramarines within 12" of one corner of the 48"x48" board. Place the Hive Node within 12" of an adjacent corner to the Ultramarines' zone and deploy the Termagant brood within 3" of the Node. The Hive Node is there as a marker only – it has no role in this mission other than to serve as the Termagant starting point. Place the cockpit 18" from the Ultramarines. Deploy the Genestealers within 3" of the cockpit. Array the Infestation Markers between the Ultramarines and the cockpit, with no Infestation Marker closer than 12" to any other, and they cannot be within 6" of the Ultramarines. Place one spore mine in

base contact with each Infestation Marker. Lastly, arrange the remaining **Battle for Macragge** scenery pieces in between the Ultramarines and the cockpit, with at least 4" separation between these pieces and any other board element. **Note:** the board shown in the diagram below has terrain features built into it that you can choose to imitate with your own scenery creations. However, these features shown below are for inspiration only and are not required to play this mission.

OBJECTIVES

This mission lasts for 6 turns. At the end of turn 6, consult the victory conditions to determine the winner.

Ultramarines win: Squad Galonis must secure the cogitator from the wreckage of the *Steadfast*. If there are five or more Ultramarines models within 3" of the cockpit section by the end of Turn 6 the Ultramarines player wins. If there are five or less Ultramarines models within 3" of the cockpit, the game ends as a draw.

Tyranid victory: If more than five of the Ultramarines are slain, then the Tyranids are victorious.

With the Tyranid menace drawing ever closer any intelligence that could be gathered would be of pivotal importance to the Ultramarines.

